The Shaman

HOMEBREW

Channel the Mystical Power of Spirits with this new Class
for the World's Greatest Roleplaying Game!

The Shaman

The half-orc silently moved through the forest, her tattoos shimmering in the moonlight. Gripping the ancestral war club of her tribe, she called upon the Spirits of previous champions to empower her strikes. A cold fell over her foes' camp as the half-orc walked into its midst. Those who had dared to steal lumber from from the ancestral forest of her people would pay in blood.

A hunched, elder halfling clung to his walking stick as the massive ogre charged toward him. Just before the foe fell upon him, the elder embraced the Spirit of the Great Beast and shifted into a supernaturally massive bear. The two collided with great force, but only one would survive. The eyes of the great bear flashed with a momentary pale light and as suddenly as it had appeared, an elderly halfling stood in its place, his eyes glowing with pale light.

The thin elf stood on a cliff overlooking the great battle below. The great dragon had all but decimated the battalion of guards that had come to defend their home. A single man stood and thrust his spear toward the terrifying wyrm, but before the dragon could deflect the blow, the elf unleashed a powerful Spirit from within one of her Totems. In an instant, the Spirit had enveloped the dragon, temporarily sapping its strength. In its feeble state, the spear pierced the dragon's heart, ending its campaign of terror. The elf made her way back to her solitary cave, content knowing that the town she guarded in secret would be safe for another season.

The three characters above are examples of the spiritual conduits known as Shamans. Using ancient knowledge they are able to bind and channel the power of mystical Spirits.

Ancient Power

Before celestials took notice of mortals and bestowed power on Clerics and Paladins, Shamans served peoples as guides and protectors. Using ancient rituals, Shamans would bind Spirits to Totems, small objects of spiritual significance, and channel that power for good of their people. This ancient art was passed from elder to elder in a continuous chain, down to the Shamans of today. Those who bind theses Spirits are part of a tradition stretching back to the dawn of time.

Spiritual Balance

Shamans spend their lives maintaining the delicate balance between the physical mortal world, and the ethereal world of Spirits. They are trained to recognize the Spirits that indwell every living thing and use this spiritual sight to protect those they love from sinister Spirits who seek to destroy all life.

Sometimes, Shamans will seek out Spirits of love and life that willingly bind themselves to Totems so that they may aid the Shaman in their spiritual warfare. Other malevolent and vile Spirits are bound to Totems against their will and used by Shamans to help defeat other Spirits of destruction.

Creating Your Shaman

When creating your Shaman, consider how you first learned to wield the power of Spirits. Were you trained from birth to become the next elder of your people, destined to inherit the power of your ancestors? Were you raised by a vile hag, and taught to manipulate Spirits of darkness and death to curse and hex your foes? Or did you study under an ancient hermit, learning to draw upon the spiritual power within in all living things in order to heal the spiritually and physically broken?

No matter the origin, you should decide how your Shaman views the spiritual world. Have they dedicated themselves to maintaining a balance between the physical and ethereal? Or, do they view Spirits as tools to be bound and used, sources of power that Shamans can wield however they choose?

Multiclassing and the Shaman

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the Shaman as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a minimum Wisdom score of 13 to take your first level as a Shaman, or to take a level in another class if you are already a Shaman.

Proficiencies Gained. If Shaman isn't your initial class, you gain proficiency in simple weapons and light armor when you take your first Shaman level.

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Conduit Magic spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your Shaman spells.

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The Shaman

Level	PB	Features	Bound Spirits	Cantrips Known	Spell Slots	Slot Level
1st	+2	Sacred Focus, Totem Spirits	2	—	—	—
2nd	+2	Conduit Magic, Spirituality	2	2	2	1st
3rd	+2	—	3	2	2	2nd
4th	+2	Ability Score Improvement	3	3	2	2nd
5th	+3	Totemic Versatility	4	3	2	3rd
6th	+3	Spirituality Feature	4	3	2	3rd
7th	+3	—	5	3	2	4th
8th	+3	Ability Score Improvement	5	3	2	4th
9th	+4	—	6	3	2	5th
10th	+4	Spirituality Feature	6	4	2	5th
11th	+4	Elder Spirit (6th-level)	6	4	3	5th
12th	+4	Ability Score Improvement	7	4	3	5th
13th	+5	Elder Spirit (7th-level)	7	4	3	5th
14th	+5	Spirituality Feature	7	4	3	5th
15th	+5	Elder Spirit (8th-level)	8	4	3	5th
16th	+5	Ability Score Improvement	8	4	3	5th
17th	+6	Elder Spirit (9th-level)	8	4	4	5th
18th	+6	—	9	4	4	5th
19th	+6	Ability Score Improvement	9	4	4	5th
20th	+6	Spiritual Ascension	9	4	4	5th

Class Features

Hit Points

Hit Dice: 1d8 per Shaman level
Hit Points at 1st Level: 8 + your Constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Shaman level after 1st

Proficiencies

Armor: Light armor, shields
Weapons: Simple weapons, blow guns, nets.
Tools: None

Saving Throws: Wisdom, Charisma
Skills: Choose two from Animal Handling, Arcana, Insight, Medicine, Nature, Performance, or Religion

Equipment

As a Shaman, you start with the following equipment, in addition to the equipment granted by your backround:

- *(a)* a quarterstaff or *(b)* any simple weapon
- *(a)* a shortbow and 20 arrows or *(b)* 5 javelins
- *(a)* a priest's pack or *(b)* an explorer's pack
- Leather armor and one object used as a Totem.

Quick Build

You can make a Shaman quickly by using these suggestions. First, make Wisdom your highest ability score followed by Constitution. Second, choose the Hermit background. Last, choose the Body Sacred Focus and take *Totem of the Bear* and *Totem of the Mountain* as your Bound Totems.

Sacred Focus

In order to channel the supernatural power of spirits without being consumed, Shamans must draw this wondrous power through the strongest aspect of themselves. At 1st level, you choose a Sacred Focus from the options listed below.

Once it is chosen, your Sacred Focus cannot be changed.

Body

You channel spiritual power through your body, bending Spirits to your will with physical might. When you choose this Sacred Focus your hit point maximum increases by 1, and it increases by 1 again each time you gain a level.

Heart

You channel spiritual power into your heart and overwhelm Spirits with powerful emotions. You gain proficiency in both Intimidation and Persuasion, and you can use your Wisdom, in place of Charisma, for any ability checks with those skills.

Mind

You channel spiritual power through your mind, manipulating the Spirits with your keen wit. Whenever you make an ability check or a saving throw that uses your Intelligence score, you can choose to use your Wisdom score instead.

Soul

You channel spiritual power through your soul, your serenity soothes Spirits and wards you from harm. While not wearing armor or wielding a shield, your Armor Class is equal to 10 + your Charisma modifier + your Wisdom modifier.

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Totem Spirits

At 1st level, you learn to bind primal Totem Spirits to sacred Totems so that you may safely channel their mystical abilities. Any Tiny object can of your choice be a Totem, but most often they are objects reminiscent of the Spirit bound within.

Your Totems and their abilities use the rules detailed here:

Bound Spirits

At 1st level, you bind two Totem Spirits of your choice from the list at the end of the class. At certain Shaman levels you bind additional Totem Spirits, as shown in the Bound Spirits column of the Shaman table. If a Spirit has prerequisites, you can bind it at the same time you meet its prerequisites.

When you gain a Shaman level, you can replace one Totem Spirit you currently have bound with another of your choice.

Saving Throws

If a Totem requires a target to make a saving throw, the DC equals 8 + your proficiency bonus + your Wisdom modifier.

Totemic Assault

As an action, you can command the Spirits bound within one of your Totems to swarm one creature you can see within 60 feet of you. That creature must succeed on a Charisma saving throw or take 1d8 necrotic damage.

The Spirits swarm around this creature until it is slain, it moves more than 60 feet away, or you use Totemic Assault on another target. While they swarm, you can use a bonus action on subsequent turns to force it to make this Charisma saving throw again. You can only use Totemic Assault once per turn.

The damage dealt by your Totemic Assault increases at 5th level (2d8), at 11th level (3d8), and finally at 17th level (4d8).

Conduit Magic

At 2nd level, you learn to call on the spiritual energies present in all things to cast spells. You gain the following features:

Cantrips

At 2nd level, you learn two Cantrips of your choice from the Shaman spell list. You learn an additional Shaman Cantrip of your choice when you reach 4th level, and again at 10th level.

Spell Slots

The Shaman table above shows the number of spell slots you have to cast your Shaman spells of 1st through 5th-level. The Slot Level column of the Shaman table also shows the level of all of your spell slots. To cast a Shaman spell of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, at 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *cure wounds*, you must expend one of your 3rd-level spell slots, and cast *cure wounds* at 3rd-level.

Preparing & Casting Spells

You prepare the list of spells that are available for you to cast, choosing from the Shaman spell list. When you do, choose a number of Shaman spells equal to your Shaman level + your Wisdom modifier (a minimum of 1). Spells you prepare must be of a level equal to your Slot Level or lower.

For example, as a 5th level Shaman with a Wisdom of 18, you prepare nine spells of your choice of 3rd-level or lower from the Shaman spell list. Casting a spell doesn't remove it from your list of prepared spells. During a long rest, you can change your list of prepared spells by meditating: 1 minute per spell level for each new spell you are preparing.

Spellcasting Ability

As you draw your magic from your understanding of Spirits, Wisdom is your spellcasting ability for your Shaman spells. You use Wisdom if a spell refers to your spellcasting ability, setting a saving throw DC, or making a spell attack roll:

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast the Ritual version of any Shaman spell that you have prepared so long as the spell has the Ritual tag.

Spellcasting Focus

You can use any Totem to which you have bound a Spirit as the spellcasting focus for your Shaman spells.

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Spirituality

At 2nd level, choose the Spirituality which best represents the disciplines and rites you use to channel spirits: Curse Binder, Far Seer, Spirit Warrior, Wild Heart, or Witch Doctor, each of which is detailed at the end of this class.

Your Spirituality grants you features at 2nd level, and again when you reach 6th, 10th, and 14th level in this class.

More Spirituality options, including Elementalist, Idolater, and Spirit Guide, can be found in the Shaman Expanded.

Spirituality Spells

Each Spirituality has a list of spells you always have prepared once you reach the Shaman levels noted in your Spirituality's description. They count as Shaman spells for you, but they do not count against the number of spells you prepare each day.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

Totemic Versatility

At 5th level, your ability to connect with and channel the spirit world increases. During a long rest, you can perform a 1-hour ritual to replace one of your current bound Spirit Totems with another of your choice, for which you meet all prerequisites.

Elder Spirit

Your ever-deepening connection to the world of Spirits allows you to conjure and bind powerful Elder Spirits to Totems. At 11th level, choose one Elder Spirit to bind to a Totem. It does not count against your total number of Bound Totems.

Each Elder Spirit includes a list of Elder Spells that you learn at the Shaman levels listed in its description. They do not count against the spells you prepare each day.

Once you reach the levels in your Elder Spirit's description, you can cast each of these spells once between each long rest at its lowest level, without expending a spell slot.

You can use your Totemic Versatility feature to replace your Elder Spirit with another Elder Spirit of your choice. Though, if you replace your Elder Spirit with another Spirit, you only know the Elder Spells of your current Elder Spirit.

Spiritual Ascension

You have transcended the need for a corporeal form. At 20th level, your physical body no longer ages, and you are immune to all disease, the Poisoned condition, and poison damage.

Also, when you are reduced to 0 hit points, you can release the Spirit bound within one Totem to instead fall to a number of hit points equal to your Shaman level. You then lose access to the abilities of that Totem until you complete a long rest.

Looking For More Shaman?

Check out the Shaman Expanded for a multitude of additional options for the Shaman Class, including extra Spiritualities, Totems, and Elder Spirits!

Elder Spirits

Below is the list of Elder Spirits available to Shamans to bind to their will. Shamans can cast each spell once between each long rest, at its lowest level, without expending a spell slot.

You can use Totemic Versatility to change your Elder Spirit.

Elder Spirit of Death

Spirits of Death are drawn from the Shadowfell, the Hells, or the Abyss. They lend Shamans their powerful sinister magic.

Shaman Level	Spell
11th	*flesh to stone*
13th	*finger of death*
15th	*horrid wilting* *
17th	*power word: kill*

Elder Spirit of Life

Spirits of Life come to aid Shamans from the upper planes or the Feywild. They bless Shamans with mystic healing magic.

Shaman Level	Spell
11th	*heal*
13th	*regenerate*
15th	*holy aura*
17th	*power word: heal*

Elder Spirit of the Moon

Spirits of the Moon can be summoned from the Astral Sea or Ethereal Plane. They grant Shamans their mystical abilities.

Shaman Level	Spell
11th	*primordial ward* *
13th	*reverse gravity*
15th	*antimagic field*
17th	*astral projection*

Elder Spirit of the Sun

Spirits of the Sun are drawn from places of powerful radiant magic. They lend Shamans restorative and purifying power.

Shaman Level	Spell
11th	*sunbeam*
13th	*resurrection*
15th	*sunburst*
17th	*true resurrection*

Elder Spirit of the Void

Spirits of the Void are called from outer realms beyond the known planes. They grant Shamans dark aberrant magick.

Shaman Level	Spell
11th	*soul cage* *
13th	*prismatic spray*
15th	*maddening darkness* *
17th	*psychic scream* *

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Shaman Spell List

Below is the list of spells available to the Shaman. They are organized by spell level, not character level. The spells listed below are in the *Player's Handbook*, *Xanathar's Guide to Everything* *, *Tasha's Cauldron of Everything* **.

Spells marked *LL* are from the laserllama Spell Compendium. It includes new and alternate spells.

Any spell marked *(r)* can be cast as a Ritual.

Cantrips (0-Level)

beckon air LL
blade ward LL
chill touch
control flame LL
create bonfire *
frostbite *
guidance LL
magic stone *
mold earth LL
otherworldly grasp LL
poison spray LL
primal savagery LL
shape water LL
shillelagh
spare the dying
seance LL
thaumaturgy
thorn whip
thunderclap *
toll the dead **

1st-Level

absorb elements *
animal friendship (r)
bane
beast bond *
bless
cause fear *
ceremony (r) *
command
cure wounds
detect evil & good
detect magic (r)
dissonant whispers
entangle
expeditious retreat
false life
find familiar (r)
fog cloud
ghastly flight LL
heroism
inflict wounds
longstrider
protection from evil & good
purify food & drink (r)
sanctuary
shield of faith
sleep
unseen servant (r)
witch bolt LL

2nd-Level

aid
alter self
augury (r)
barkskin
blur
continual flame
darkness
dust devil *
earthbind *
enhance ability
gentle repose (r)
gust of wind
heat metal
locate creature (r) LL
misty step
moonbeam
pass without trace LL
protection from poison
spike growth
totemic cowl LL
warding wind *

3rd-Level

bestow curse
clairvoyance
daylight
dire wail LL
dispel magic
elemental weapon
feign death (r)
gaseous form
haste
life transference *
magic circle
meld into stone (r)
nondetection
phantom steed (r)
plant growth
protection from energy
remove curse
slow
speak with dead
spectral passage LL
spirit guardians
stinking cloud
tiny hut (r) LL
tongues
wall of sand *
wall of water *
wind wall

4th-Level

arcane eye
banishment
control water
divination (r)
elemental bane *
faithful hound
fire shield
freedom of movement
giant insect
grasping vine
guardian of nature *
polymorph LL
sickening radiance *
stoneskin
watery sphere *

5th-Level

anitlife shell
awaken
cloudkill
commune (r)
commune with nature (r)
dawn *
dispel evil & good
dream
far step
planar binding
reincarnate
scrying
skill empowerment *
spiritual sundering LL
wrath of nature *

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Spirituality

Choose the Spirituality that best represents the disciplines and rites your Shaman uses to channel their mystical power:

Curse Binder	Wild Heart
Far Seer	Witch Doctor
Spirit Warrior	—

Curse Binder

While most Shamans use the power of Spirits to work magic and heal the sick, some twist this connection, binding sinister Spirits to enemies. Known as Curse Binders, these Shamans wield the sinister spiritual power present in the world. Often apprentices of hags or entities from the Shadowfell, they use ancient techniques to afflict their foes with hexes and curses.

Curse Binder Spells

2nd-level Curse Binder Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*bane, cause fear**
3rd	*blindness/deafness, ray of enfeeblement*
5th	*bestow curse, vampiric touch*
7th	*blight, phantasmal killer*
9th	*contagion, enervation*

Evil Eye

2nd-level Curse Binder Spirituality feature

You can curse with a glance. When a creature that you can see within 60 feet hits with an attack roll, or succeeds on an ability check or saving throw, you can use a reaction to roll 1d4 and subtract it from its roll, possibly causing it to fail.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Totemic Curse

2nd-level Curse Binder Spirituality feature

You bind Spirits of pain, suffering, and despair to inflict upon your foes. Whenever a creature fails its saving throw against Totemic Assault, you inflict one of the following conditions on it until the beginning of your next turn:

- Its speed is halved and it cannot take reactions.
- It cannot regain hit points, and whenever it takes damage it takes an additional 1d4 necrotic damage.
- It is Blinded to anything more than 15 feet away from it.

Sinister Vitality

6th-level Curse Binder Spirituality feature

Sinister spirits drain life from your foes. Whenever you deal necrotic damage to a creature with Totemic Assault, you gain temporary hit points equal to half the necrotic damage dealt.

This has no effect on Constructs or Undead creatures.

Occult Ward

10th-level Curse Binder Spirituality feature

Your familiarity with foul magick and sinister curses protect you from similar effects. You gain resistance to both poison and necrotic damage, and have advantage on saving throws to resist the Charmed and Frightened conditions.

Also, when you succeed on a saving throw to resist being Charmed or Frightened, you can use your reaction to target your attacker with Totemic Assault.

Foul Conjuration

14th-level Curse Binder Spirituality feature

You have reached the apex of sinister shamanism, the ability to create corporeal bodies for the vile Spirits you bind. Once per long rest, you can cast *create undead* at 6th-level without expending a spell slot or providing the material components.

Any Undead creatures that you create with this feature crumble to dust at the end of your next long rest.

Far Seer

Many Shamans initially discover their connection to the spirit world when they perform rituals to divine the future. Should these amateur spiritualists pursue this connection they learn to channel Spirits as a Far Seer, a Shaman who can glimpse both past and future, and use spiritual power to alter Fate.

Far Seer Spells

2nd-level Far Seer Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*comprehend languages, detect magic*
3rd	*augury, detect thoughts*
5th	*clairvoyance, tongues*
7th	*arcane eye, divination*
9th	*contact other plane, scrying*

Spirits of Fate

2nd-level Far Seer Spirituality feature

You have learned to bind minor Spirits of Fate and unleash them to influence the world around you in minor ways. Each time you finish a short or long rest, roll two d4s, your Fate Dice, and record the numbers you rolled.

When you or a creature you can see within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to apply one of these Fate Dice to the roll, adding or subtracting it from the result. You can use this reaction after you know the result of the roll, but before you know if the roll would be a success or failure.

Each Fate Die can be used only once, and any unused Fate Dice are lost at the end of a short or long rest.

At certain Shaman levels, your Fate Dice grow: at 6th level (d6), 10th level (d8), and 14th level (d10).

Totemic Ritualist

2nd-level Far Seer Spirituality feature

The Spirits bound within your Totems to enhance your ritual magic. When you cast the Ritual version of a Shaman spell, you can use a Totem in place of any material component that is not consumed. When you do, the Ritual version of that spell only takes 1 additional minute, instead of 10 minutes.

Also, whenever you cast a divination spell and use a Totem as the spellcasting focus, the Totem can replace any material components with a gold value so long as it is not consumed.

Ascended Awareness

6th-level Far Seer Spirituality feature

The Spirits of Fate constantly whisper secrets to you, filling your mind with constant glimpses of the near future. So long as you are not incapacitated you cannot be surprised, and you add your Wisdom modifier (minimum of +1) to initiative rolls.

Certain Fate

10th-level Far Seer Spirituality feature

The future is fickle and constantly changing, but once you glimpse something, it nearly always comes to pass. When you use your reaction to add a Fate Die to a roll and it does not change the outcome of that roll, the Die is not expended.

For example, if you subtracted a Fate Die from an foe's saving throw and it still succeeded on its saving throw, your Fate Die would not be expended.

Tip the Scales

14th-level Far Seer Spirituality feature

You can effect Fate in ways that rival elder Spirits, if only in small moments. When a creature you can see within 60 feet finishes its turn, you can use your reaction to expend one of your Fate Dice, and force the creature to repeat that turn. Anything that happened during its turn is undone, and the target must repeat its turn exactly, taking the same exact course of action, but any dice rolled on that turn are rolled again, and all creatures use the new results.

Spirit Warrior

Serving as the guardians of sacred groves and places of great spiritual power, Spirit Warriors draw on the power of ancient Spirits to enhance their physical form. When they allow these incorporeal beings to walk the world through their physical bodies, they gain increased physical and martial abilities.

Ancestral Knowledge

2nd-level Spirit Warrior Spirituality feature

When you adopt this Spirituality, Spirits of ancient warriors grant you their lifetimes' worth of combat experience. You gain proficiency with medium armor and martial weapons.

Spirit Warrior Spells

2nd-level Spirit Warrior Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*heroism, shield of faith*
3rd	*spiritual weapon, totemic cowl* [LL]
5th	*clairvoyance, spirit shroud* *
7th	*guardian of faith, staggering smite* [LL]
9th	*contact other plane, steel wind strike* [LL]

Totemic Weapon

2nd-level Spirit Warrior Spirituality feature

You bind warrior Spirits to your weapons. During the course of a long rest, you can perform a 1-hour ritual to bind one of the Spirits below to a melee weapon you are holding. The weapon gains the benefits of the chosen Spirit until you use this ritual again.

You can use your Wisdom, in place of Strength, for attack and damage rolls with this Totemic Weapon, and its attacks count as magical for overcoming resistance and immunity.

Spirit of Challenge

This Spirit compels foes to fight. When you hit a creature with this weapon, it has disadvantage on attacks it makes against creatures other than you until the start of your next turn.

Spirit of Draining

This Spirit siphons life from others to restore you. Once per turn when you hit a creature with this weapon, you can deal necrotic damage, and you gain temporary hit points equal to your Wisdom modifier (min. of 1).

Spirit of Might

This Spirit fortifies your body. When you are wielding this weapon you add your Wisdom modifier (minimum of +1) to any Strength and Constitution based ability checks or saving throws you make.

Extra Attack

6th-level Spirit Warrior Spirituality feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, if you use your action to cast a Shaman spell or use Totemic Assault, you can make an attack with your Totemic Weapon as a bonus action.

Warrior of the Grave

10th-level Spirit Warrior Spirituality feature

The warrior Spirits that indwell you fortify you against bodily harm. After you take damage, you can use your reaction to gain temporary hit points equal to the damage taken.

You can use this reaction a number of times equal to your Wisdom modifier (a minimum of once), and you regain all of your expended uses when you complete a long rest.

Spiritual Champion

14th-level Spirit Warrior Spirituality feature

You can offer the Spirits full control over you, granting you temporary mystical power. As a bonus action, you can enter a possessed state, gaining the following benefits for 1 minute:

- You can take the Dash action as a bonus action.
- You gain resistance to all bludgeoning, piercing, and slashing damage from non-silvered attacks.
- Once per turn when you hit a creautre with your Totemic Weapon, you can apply the effects of Totemic Assault.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a Conduit Magic slot to use this feature again.

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Wild Heart

Often raised by, or closely with, wild beasts, Shamans known as Wild Hearts develop an intense spiritual connection with the wild. This intense devotion, when combined with spiritual power, allows a Wild Heart to transform into the Great Beast, the legendary guardian Spirit of all wild plants and animals.

Wild Heart Spells

2nd-level Wild Heart Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*animal friendship, jump* [LL]
3rd	*locate creature* [LL], *pass without trace* [LL]
5th	*conjure animals, fear*
7th	*dominate beast, freedom of movement*
9th	*hold monster, tree stride*

Bestial Adaptation

2nd-level Wild Heart Spirituality feature

Your time spent in the wilds has given you bestial qualities. Your speed increases by 10 feet, and you gain both a climbing speed and a swimming speed equal to your walking speed.

Totemic Wild Shape

2nd-level Wild Heart Spirituality feature

As a bonus action, you can transform and take on the shape of the Great Beast, the legendary guardian of all wild creatures. The Great Beast uses the rules below:

Stat Block. Your game statistics are replaced by those in the Great Beast stat block. It uses your Spell save DC and proficiency bonus (PB). While transformed you retain your alignment, personality, hit points, all skill and saving throw proficiencies, and your Intelligence, Wisdom, and Charisma scores. You also determine its appearance.

Temporary Hit Points. When you transform, you gain temporary hit points equal to twice your Shaman level, and they last for the duration of your current transformation.

Equipment. Any natural or unrefined equipment you are wearing or carrying, such as objects made of wood, animal parts, or other natural materials, can merge with your Great Beast form. Any metal or other highly processed equipment, such as metal weapons or armor, fall to the ground.

Features. You retain the benefits of all features from your class, player race, and other sources, and can still use them if the Beast is physically capable of doing so. However, you lose any special senses, unless the Beast also has that sense.

You can still use Totemic Assault and any abilities you gain from your Totems while you are in your Great Beast form.

Casting Spells. You cannot cast spells in your Great Beast form. However, you can maintain concentration on spells or other abilities used before you transformed.

Duration & Uses. You can remain in Great Beast form for 1 hour. Your transformation ends early if you end it as a bonus action or if you are reduced to 0 hit points.

You can transform into the Great Beast once between each short or long rest. If you have no uses left, you can expend a Conduit Magic spell slot to transform again.

Great Beast

Medium Beast

Armor Class 13 + PB (Natural Armor)
Speed 40 ft.

STR	DEX	CON
18 (+4)	14 (+2)	15 (+2)

Senses darkvision 60 ft.

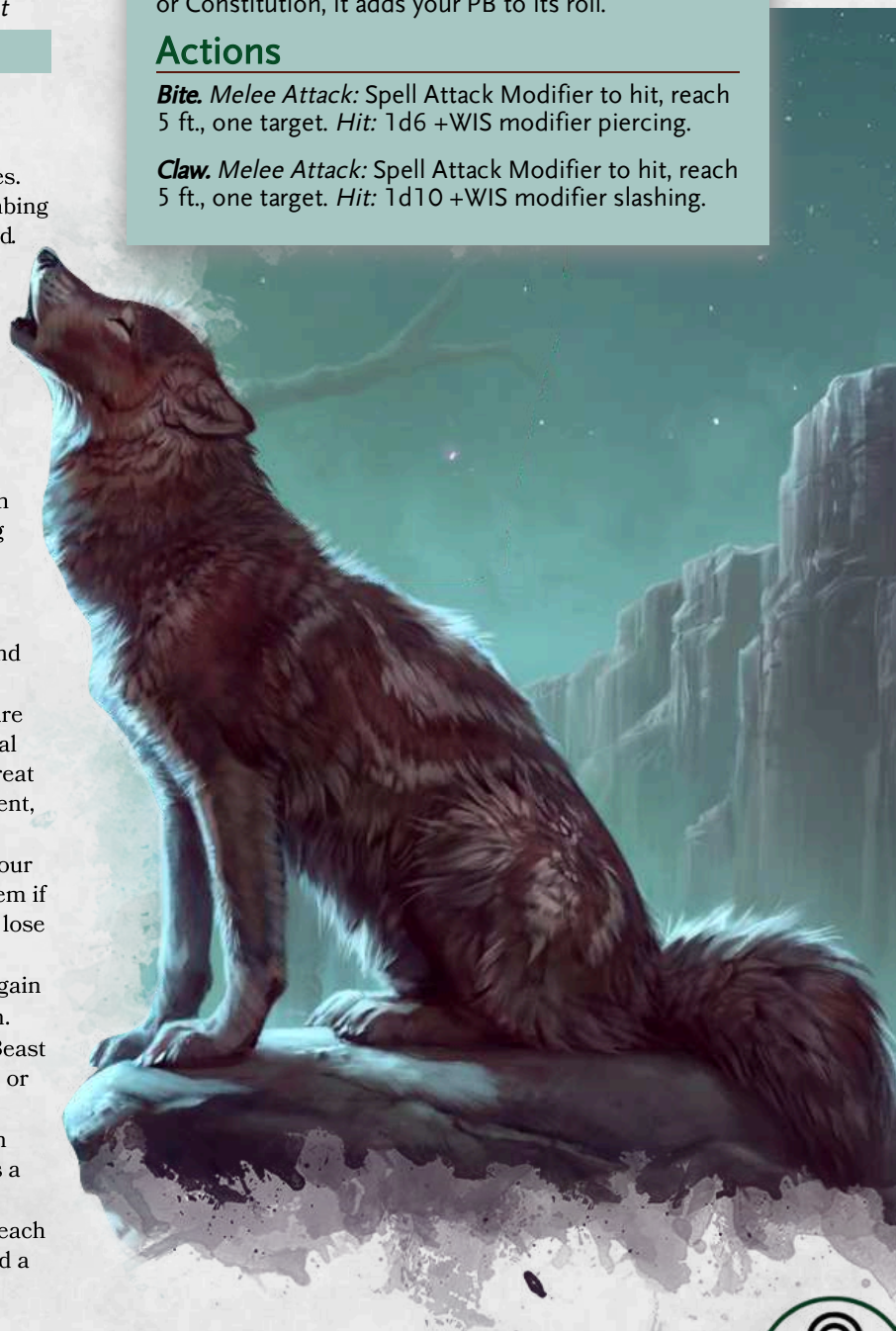
Bestial Traits. Each transformation, the Great Beast gains a number of Bestial Traits from the list at the end of this Spirituality equal to your Slot Level.

Primal Fury. When the Great Beast makes an ability check or saving throw that uses Strength, Dexterity, or Constitution, it adds your PB to its roll.

Actions

Bite. *Melee Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 +WIS modifier piercing.

Claw. *Melee Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d10 +WIS modifier slashing.



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Savage Strikes
6th-level Wild Heart Spirituality feature
The primeval power of the wilds empowers your Great Beast. When you take the Attack action in Great Beast form, you can make two Natural Weapon attacks instead of one.

Moreover, your Natural Weapon attacks in Great Beast form ignore resistances and immunities to nonmagical attacks and damage.

Mythic Resilience
10th-level Wild Heart Spirituality feature
Spirits of the wild infuse your Great Beast, shielding it from harm. While you are in Great Beast form, you are resistant to all bludgeoning, piercing, and slashing damage.

Legendary Guardian
14th-level Wild Heart Spirituality feature
You have mastered the Great Beast transformation. While in your Great Beast Form, you can use your bonus action to replace one of your Bestial Traits with another.

Bestial Traits
Below is the list of Bestial Traits that Shamans choose from each time they transform into the Great Beast:

Aggressive
The Great Beast can take the Dash action as a bonus action, so long as it ends this movement closer to a hostile creature that it can see, hear, smell, or sense.

Amphibious
The Great Beast can breathe both air and water, and it gains a swimming speed equal to its walking speed.

Charge
If the Great Beast moves at least 20 ft. in a straight line then hits a creature smaller than it with its Claw, it deals a bonus 1d6 damage and the creature is knocked prone.

Hardened Shell
The Great Beast gains a +2 bonus to its Armor Class, but its movement speed is reduced by 10 feet.

Keen Senses
If the Great Beast makes a Wisdom ability check that uses its sense of hearing, sight, or smell, it has advantage on the roll.

Large Frame
The Great Beast becomes a Large creature. If it is ridden as a mount, the Great Beast can act independently of its rider.

Mighty Leap
Once per turn, the Great Beast can use a bonus action to expend 5 feet of its movement to do a long jump of 20 feet or a standing jump of 10 feet, without a running start.

Natural Camouflage
The Great Beast has advantage on any Dexterity (Stealth) checks it makes to Hide while in natural environments.

Pack Tactics
The Great Beast has advantage on all attack rolls against creatures if one of the Great Beast's conscious allies is also within 5 feet of the Great Beast's target.

Powerful Build
The Great Beast counts as one size larger when determining creatures it can grapple, and the weight it can move or lift. Its movement also is not halved while it is grappling creatures.

Savage Grip
The Great Beast gains a climbing speed equal to its walking speed, and it can climb sheer surfaces and upside down on ceilings without making an ability check. The Great Beast also has advantage on saving throws to resist being moved against its will, grappled, restrained, or knocked prone.

Strong Jaws
When the Great Beast hits a creature smaller than it with its Bite attack, it can grapple the creature in its jaws (escape DC equals your Spell save DC). While grappling a creature, the Great Beast cannot use its Bite on other targets, but it deals a bonus 1d6 damage to the grappled creature with its Bite.

Thermal Vision
The Great Beast is always aware of the exact location of all warm-blooded creatures that are within 60 feet of it.

Thick Hide
Whenever the Great Beast takes damage it reduces it by its Constitution modifier (2). This feature cannot reduce force, psychic, or radiant damage.

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Witch Doctor

Long before celestials took notice of mortals, Witch Doctors wandered the land, providing spiritual healing and medicine. Working in tandem with Spirits of Life, Witch Doctors heal the wounded and grant their allies mystical abilities. These sages are peaceful in nature and can often be found traveling the wilds tending to the spiritual needs of those they meet.

Witch Doctor Spells

2nd-level Witch Doctor Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*bless, detect poison & disease*
3rd	*restoration* [LL], *warding bond*
5th	*beacon of hope, revivify*
7th	*aura of life, death ward*
9th	*creation, reincarnate*

Life Bearer

2nd-level Witch Doctor Spirituality feature

You can channel spirits of abundance and life to heal others. Your Totemic Assault deals radiant damage to creatures.

Also, when you use Totemic Assault, you can cause Spirits to heal instead of harm. When you do so, the target does not need to make a saving throw, and instead it regains hit points equal to 2d4 + your Wisdom modifier (a minimum of 1). This feature cannot restore hit points to Constructs or Undead creatures.

You can use this feature to heal a creature a number of times equal to your Shaman level, and you regain all of your expended uses when you finish a long rest.

Totemic Blessing

2nd-level Witch Doctor Spirituality feature

Your selfless Spirituality has taught you to bind the Spirits of light and life to others. During a long rest, you can perform a special 1-hour ritual on a willing creature you touch, binding one of your Bound Totems to it. It gains benefits of the Totem and you lose them until the end of your next long rest.

At certain Shaman levels, the number of Totems you can bind to other creatures during this ritual grows: two Totems at 6th level, three at 10th level, and four at 14th level. You can only bind a maximum of one Totem to a creature at a time.

Benevolent Bearing

6th-level Witch Doctor Spirituality feature

Benevolent Spirits protect you as you perform selfless acts. When you use your action to cast a Witch Doctor Spell, or to restore hit points, you gain the benefits of the Dodge action.

Selfless Ward

10th-level Witch Doctor Spirituality feature

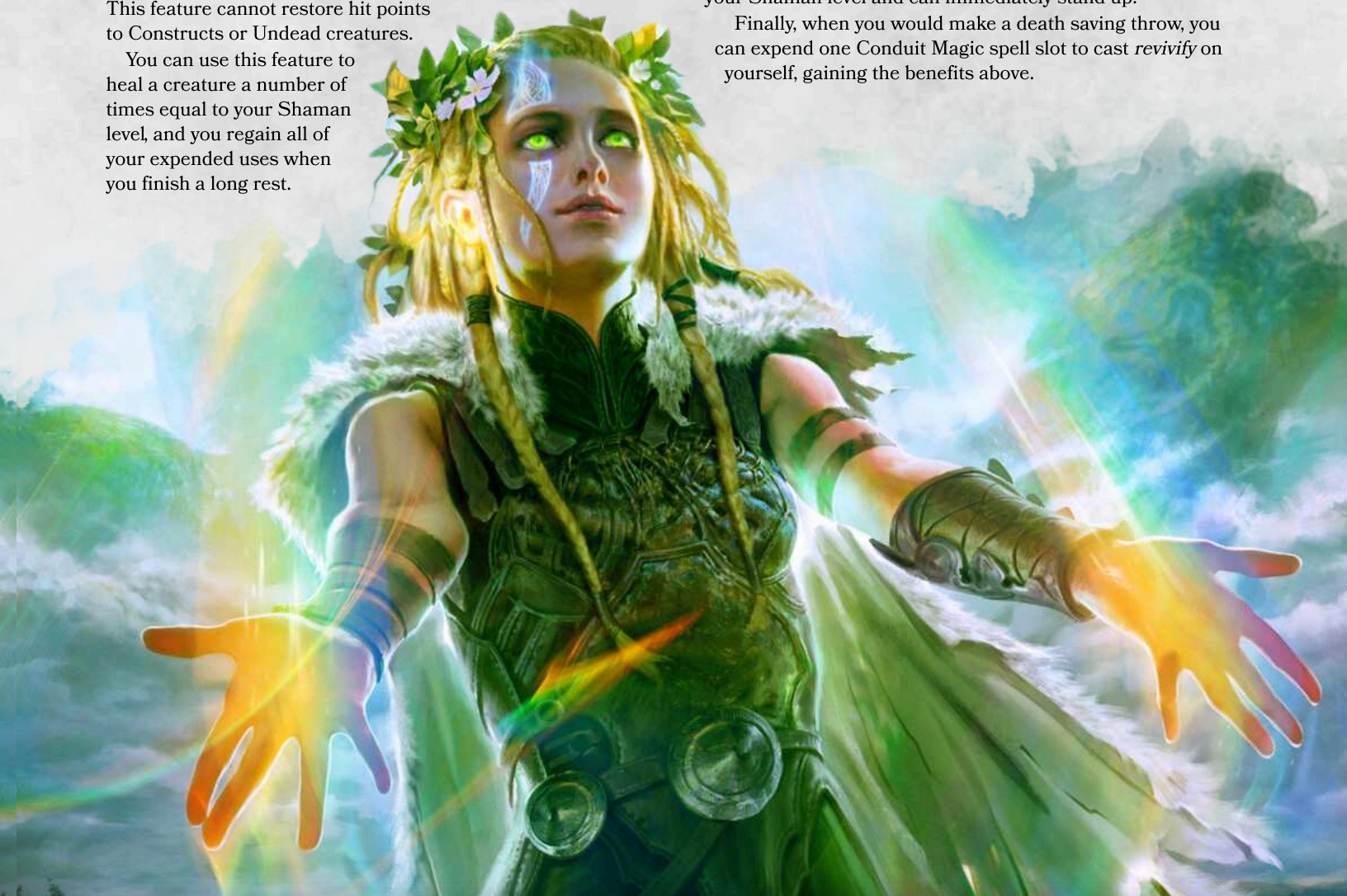
Your spiritual power grows as you pour yourself out to others. For each Totem that you have bound to a creature other than yourself, you gain a +1 bonus to saving throws, and you gain resistance to one damage type of your choice.

Spiritual Awakening

14th-level Witch Doctor Spirituality feature

Your spiritual practice fills you with an overabundance of life. When you cast *revivify*, it gains a range of 30 feet, and you do not need to provide its material component. Moreover, when you cast *revivify*, the target regains hit points equal to twice your Shaman level and can immediately stand up.

Finally, when you would make a death saving throw, you can expend one Conduit Magic spell slot to cast *revivify* on yourself, gaining the benefits above.



Totem Spirits

Below is the list of Totems that a Shaman can learn to bind wild Spirits to their will. If a Totem has a prerequisite, like a Shaman level or Sacred Focus, you can learn that Totem at the same time that you meet any prerequisites it may have.

Totems use your Shaman Spell save DC for saving throws, and your Shaman level for any references to level.

Spirit of the Autumn Wind

You bind a minor Spirit of Death that comes at the changing of the seasons. When you deal damage to a creature with a weapon attack or with Totemic Assault, it cannot regain hit points until the beginning of your next turn.

Spirit of the Bear

You bind a minor Bestial Spirit granting you the ferocity of a bear. As a bonus action, you can sprout (or retract) ethereal claws from your fingers. Unarmed strikes with these claws use Wisdom, in place of Strength for the attack and damage rolls. On hit, they deal 1d6 slashing damage.

Should you have two free hands, this d6 becomes a d8.

Spirit of the Bog

Prerequisite: Mind Sacred Focus

You bind a minor Spirit of Deception to guard your mind. Any attempt to read your thoughts, emotions, alignment, or target you with an Insight check or a divination spell instantly fails.

You are aware that you are targeted by such an ability, but not its source, and you can allow them to work on you.

Spirit of the Eagle

You bind a minor Bestial Spirit which grants you the sight of the eagles. You gain proficiency in Perception, and you have advantage on Wisdom (Perception) checks that rely on sight.

Spirit of the Earthquake

You bind a Spirit of Earth that grants you destructive power. Once per turn when you hit with a melee weapon attack, you deal a bonus 1d6 damage of your weapon's type.

This damage bonus increases at certain levels: at 5th level (1d8), 11th level (1d10), and 17th level (1d12).

Spirit of Forest

Prerequisites: Heart Sacred Focus

You bind a minor Woodland Spirit that allows you to converse with wild creatures in your own tongue. You are always under the effect of *speak with animals* while you are conscious.

Starting at 7th level, you are also always under the effects of *speak with plants* while you are conscious.

Spirit of the Harvest

Prerequisites: Soul Sacred Focus

You bind a minor Spirit of wild growth and bounty. Each time you finish short or long rest, you instantly cast the *goodberry* spell without expending a spell slot or material components.

The berries from this spell last until the end of your next short or long rest, at which point they dissolve into ash.

Spirit of the Hound

You bind a minor Bestial Spirit that grants you the senses of hounds. You gain proficiency in Survival and have advantage on Wisdom (Survival) checks while in natural environments.

Spirit of the Mountain

Prerequisites: Body Sacred Focus

You bind a minor Spirit of Earth that hardens your skin like that of solid rock. So long as you are not wearing any armor or wielding a shield, your Armor Class is equal to 13 + your Constitution modifier (minimum of 0).

Spirit of the Panther

You bind a minor Bestial Spirit that grants you the steps of a panther. You gain proficiency in Stealth, and have advantage on Dexterity (Stealth) checks to hide in natural environments.

Spirit of the Squall

You bind a minor Spirit of Air to lends deadly speed to your strikes. When you miss with a weapon attack, you can use a bonus action to make a single attack against that creature.

Spirit of the Stream

You bind a minor Spirit of Water that grants you a protective aqueous coating. You have advantage on any ability check or saving throw you make to resist being grappled, restrained, or stunned, and you can hold your breath for up to 1 hour.

Spirit of the Rains

You bind a minor Spirit of Water that washes toxins away like rain. You gain resistance to acid and poison damage, and you have advantage on saving throws to resist being Poisoned.

Spirit of Twilight

You bind a minor Spirit of Shadow that grants you enhanced sight in the darkness. You gain Darkvision out to a radius of 120 feet, within which you can see in dim light as if it were bright light, and in darkness as if it were dim light.

At 7th level, you can see in magic dim light and darkness.

Spirit of the Waves

You bind a minor Spirit of Water that allows you to shift like the sea. Once between each short or long rest, you can use a reaction to halve one instance of damage you would take.

You can use this reaction twice between each rest at 9th level, and three times between each rest at 18th level.

Spirit of the Winds

You bind a minor Spirit of Air that lends speed to your steps with mighty gusts. Your walking speed increases by 5 feet.

This bonus to your speed increases at 5th level (10 feet), 11th level (15 feet), and finally at 17th level (20 feet).

Spirit of the Bloom

Prerequisite: 5th-level Shaman, Soul Sacred Focus

You bind a Spirit of Verdant Growth that enriches the lands around you. Once between each short or long rest, you can cast the *plant growth* spell without expending a spell slot.

Starting at 9th level, the 8-hour version of the *plant growth* spell takes effect on the land surrounding you each time you take a long rest, unless you wish to withhold this effect.

Spirit of Destruction

Prerequisite: 5th-level Shaman

You bind a Spirit of the Elements to lend you its destructive power. Once per turn, when you hit with a melee attack, you can expend a Conduit Magic spell slot to deal bonus cold, fire, lightning, or thunder damage equal to 1d8 per Slot Level.

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Spirit of Growth

Prerequisite: 5th-level Shaman, Body Sacred Focus

You bind a Spirit of Verdant Growth to temporarily increase your size. Once between each short or long rest, you can cast the *'enlarge'* version of the *enlarge/reduce* spell, on yourself wihtout expending a spell slot or requiring concentration.

Spirit of the Grave

Prerequisite: 5th-level Shaman

You bind a Spirit of Death which you can summon to your service. Once per long rest, you can expend a Conduit Magic spell slot to cast the *summon undead* ** spell. This Totem replaces the normal material components of the spell.

At 15th level, you use this between each short or long rest.

Spirit of Light

Prerequisite: 5th-level Shaman

You bind a Spirit of Radiance that restores your spirit when you heal others. Whenever you restore hit points to another creature with a Shaman spell or feature you gain temporary hit points equal to your Wisdom modifier (minimum of 1).

Spirit of Mirth

Prerequisite: 5th-level Shaman, Heart Sacred Focus

You bind a Spirit of Revelry that grants you its vigor. Once between each short or long rest, you can use a bonus action to gain temporary hit points equal to your Shaman level.

You can use this feature twice between each rest at 12th level, and three times between each rest at 18th level.

Spirit of Secrets

Prerequisite: 5th-level Shaman, Mind Sacred Focus

You bind a Spirit of Knowledge that lets peer into the minds of others. Once between each short or long rest, you can cast the *detect thought* spell without expending a spell slot, or the normal verbal or somatic components of the spell.

Spirit of the Swamp

Prerequisite: 5th-level Shaman

You bind a Spirit of Disease to poison foes. When a creature fails its saving throw against Totemic Assault, you can reduce the damage by 1d8 and cause the target to be Poisoned until the beginning of your next turn.

Spirit of the Wilds

Prerequisite: 5th-level Shaman

You bind a Spirit of the Wilderness which you can call to your aid. Once per long rest, you can expend a Conduit Magic spell slot to cast the *summon beast* ** spell. Its Totem replaces the normal material components of this spell.

At 15th level, you use this between each short or long rest.

Spirit of Wrath

Prerequisite: 5th-level Shaman

You bind a Spirit of Anger which you unleash upon your foes. You can add your Wisdom modifier (a minimum of +1) to the damage roll of Totemic Assault when a creature fails its save.

Spirit of the Hunt

Prerequisite: 7th-level Shaman

You bind a Spirit of the Wild Hunt to enhance your ferocity in battle. Once per turn, when you attack a target that is within 5 feet of one of your allies, you have advantage on your roll.

Spirit of the Ooze

Prerequisite: 7th-level Shaman

You bind a Spirit of Water that allows your body to flow like water. As a bonus action, you can cause your body to become pliable (or return to normal). In this state, you can expend 5 feet of movement to automatically escape from non-magical restraints or grapples, and you can move through spaces as narrow as 1 inch without having to squeeze.

Spirit of the River

Prerequisite: 7th-level Shaman

You bind a Spirit of Water that allows you to live underwater. You can breathe both air and water, and you gain a swimming speed equal to your walking speed.

Spirit of the Cave

Prerequisite: 9th-level Shaman

You bind a Spirit of Earth that lends you its connection to the ground. While you are touching the ground with a bare feet or hand, you gain tremorsense out to a 30-foot radius, allowing you to sense the presence of any creatures or objects that are touching the ground within the area.

Spirit of the Dawn

Prerequisite: 9th-level Shaman

You bind a Spirit of Life which can shield mortals from death. At the end of each long rest, you cast the *death ward* spell on one creature you touch, without expending a spell slot.

Spirit of the Rockslide

Prerequisite: 9th-level Shaman, Body Sacred Focus

You bind a Spirit of Elemental Destruction to crush your foes. Whenever you use Totemic Assault, you can force the target to make a Strength saving throw in place of Charisma. On a failed save, the target suffers the normal damage of Totemic Assault and is knocked prone.

Spirit of Dread

Prerequisite: 9th-level Shaman, Mind Sacred Focus

You bind a sinister Spirit of Fear to unleash upon your foes. When you use Totemic Assault, you can force the creature to make an Intelligence saving throw in place of Charisma. On a failure, you can reduce the damage by 2d8 to cause the target to be Frightened of you until the start of your next turn.

Spirit of Harmony

Prerequisite: 9th-level Shaman, Soul Sacred Focus

You bind a Spirit of Friendship which calms your foes. When a creature fails its saving throw against Totemic Assault, you can choose to deal no damage and instead inflict the effects of the *calm emotions* spell until the start of your next turn.

Spirit of Serenity

Prerequisite: 9th-level Shaman, Heart Sacred Focus

You bind a Spirit of Serenity to still your inner self. Whenever you are forced make a saving throw to resist being Charmed or Frightened, or to resist the effects of an enchantment spell, you have advantage on your roll.

Spirit of Vengeance

Prerequisite: 9th-level Shaman

You bind a vengeful Fey Spirit which you can call to your aid. Once per long rest, you can expend one Conduit Magic spell slot to cast the *summon fey* ** spell. This Totem replaces the normal material components of this spell.

At 15th level, you use this between each short or long rest.

Spirit of Sunlight

Prerequisite: 9th-level Shaman

You bind a Spirit of Radiance to help you find success when you fail. Once per long rest when you fail a saving throw, you can choose to re-roll, possibly turning failure into success.

At 15th level you can do so twice between each long rest.

Spirit of the Vine

Prerequisite: 9th-level Shaman

You bind a Spirit of Growth which lends you its wild power to restrain your foes. You can cast the *ensnaring strike* [LL] spell at 1st-level, at will, without expending a spell slot.

Spirit of Awakening

Prerequisite: 15th-level Shaman, Mind Sacred Focus

You bind an ancient Spirit of Ascended Consciousness. You can sense the presence of any creature within 120 feet of you so long as it has an Intelligence of 4 or higher. You can also communicate telepathically with these creatures.

Spirit of Bedrock

Prerequisite: 15th-level Shaman, Body Sacred Focus

You bind an ancient Spirit of Earth which infuses your body with its resilience. Whenever you take damage, you reduce it by your Wisdom modifier (minimum of 1). Any force, necrotic, psychic, thunder, or radiant damage ignores this feature.

Spirit of Binding

Prerequisite: 15th-level Shaman

You can quickly bind a natural Spirit to regain some of your lost power. Once between each long rest, you can use your action to regain one expended Conduit Magic spell slot.

Spirit of the Eclipse

Prerequisite: 15th-level Shaman

You bind a powerful Spirit of Darkness that wards you from the arcane. You gain resistance to all damage from spells.

Spirit of the Elements

Prerequisite: 15th-level Shaman

You bind a powerful Elemental Spirit to you. Once between each short or long rest, you can expend a Conduit Magic spell slot to cast the *summon elemental* ** spell. Its Totem replaces the normal material components of this spell.

Spirit of Peace

Prerequisite: 15th-level Shaman, Soul Sacred Focus

You bind an ancient Spirit of Life which deters your enemies. At the end of each short or long rest, you gain the benefits of the *sanctuary* spell, which last until the end of your next short or long rest, or until you break the spell as normal.

Spirit of Majesty

Prerequisite: 15th-level Shaman, Heart Sacred Focus

You bind an ancient Fey Spirit of royalty that you can unleash to humble your enemies. As an action, you force creatures of your choice within 30 feet that can see or hear you to make a Wisdom saving throw. On a failure, they instantly fall prone. Creatures immune to the Charmed condition have advantage on this Wisdom saving throw.

You can use this feature once per long rest at no cost, but you can expend a Conduit Magic spell slot to use it again.

Spirit of the Sapling

Prerequisite: 15th-level Shaman

You bind a powerful Spirit of Verdant Growth which blesses your body with wondrous regeneration. If you begin your turn with less than half your hit points, but at least 1 hit point, you instantly regain hit points equal to your Wisdom modifier.

Spirit of the Skies

Prerequisite: 15th-level Shaman

You bind a powerful Spirit of Air which propels you through the skies. You gain a flying speed equal to your walking speed. Whenever you take falling damage, you reduce the damage by an amount equal to your Shaman level.

Looking For More Totems?

Check out the Shaman Expanded for a multitude of additional options for the Shaman Class, including extra Spiritualities, Totems, and Elder Spirits!

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The Shaman

Channel the mystical power of Spirits with this new class for the world's greatest roleplaying game. Includes five Spiritualities, forty-seven Totem Spirits, and five Elder Spirits!

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